

# User Experience Nanodegree Capstone

## Learning Reflection Write-up

Essentially, I employed an iterative approach in designing my solution. Initially, I conducted a market survey to gauge the product's potential and identify its target users. Next, I developed a basic prototype of the solution and solicited feedback from users to enhance usability and refine the product before its broader release. Leveraging my design and expertise, along with tools like Figma and Miro, I navigated through this project, ultimately culminating in the completion of the capstone project.

The primary tasks involved researching the product's potential online through existing research reports and overcoming the challenge of participant unavailability by sourcing users from a related platform. Utilizing Google Forms, I distributed questionnaires and conducted interviews and surveys to gather insights into the product's scope. One notable discovery was users' eagerness to adopt an online solution tailored to their requirements. In response to user feedback, I opted to develop a digital platform addressing this need. The resulting system facilitated convenient access to candle making supplies from home, work, or any location, particularly benefiting users who ordered during work hours by providing swift access to products at competitive prices.